Attack Skills

Reach: You can perform a Melee Attack in an adjacent area in your line of sight.

Ambidextrous: You can perform a Melee Attack with two 1-handed weapons (i.e. Encumbrance values 2 or less) and add their bonuses.

Circular Strike: When you kill an enemy unit with a Melee Attack using a 2-handed weapon (i.e. Encumbrance value 3+), the excess damage is dealt to another enemy of your choice in the same area. If that unit is killed, repeat the process. Resolve each attack normally before proceeding with the next one.

Constriction: When you attack, if you roll 2 or more successes on any die, move your target towards you, so that the bases of both miniatures touch. As long as you remain in the same area, the target considers you to have the Blocking skill.

Precision strike: When you perform a Melee Attack, your target's defense power is decreased by 1.

Attack From Beyond: When you die, you can perform one last free Melee Attack; roll . The weapon bonus and unarmed attack penalty do not apply.

Counterattack: After you've survived a Melee Attack, you can immediately counterattack your attacker with a free Melee Attack; roll . The weapon bonus and unarmed attack penalty do not apply.

Elite Shooter: When you perform a Ranged Attack, you are not affected by hindering. You also ignore your target's Protected skill.

Precision Shot: When you perform a Ranged Attack, your target's defense power is decreased by 1.

Movement Skills

Blocking: Enemy units cannot move out of your area, except those with the Evasive, Flying, or Intangible skill.

Feline grace: When you move out of an area, decrease the penalty by 1 movement point if the movement is affected by hindering.

Wall Wrecker: You can move across wooden walls and doors. Move to the other side of the wall, then place a Wall Wrecker token on it. The cost of this movement is increased by 2 movement points. There is now a line of sight between the two areas and there is no penalty for moving from one to the other.

Leap: You can leap over areas specified in the scenario. Roll . If the number of successes rolled is equal to or higher than the leap area's difficulty, the leap is successful. Spend 1 movement point per crossed area border. Leaping is not affected by hindering.

Intangible: You can move through an obstacle (wall, door, flap, etc.) by spending movement points as though crossing a border. This movement is not affected by hindering, the Blocking skill, or elevation levels.

Web Projection: Instead of attacking normally, you can project a web onto your target. To do so, perform a Ranged Attack; roll . If the attack power is higher than the defense power, the target places a Web token on their miniature and suffers no damage. The target cannot move, and must spend 4 movement points in one turn to discard the token.

Evasive: You can move as if there were no enemy units in your area.

Swimming: You can move into water areas. Moving out of a water area costs 1 extra movement point.

Flying: You can fly over the elements of the scenery. This movement is not affected by the scenery constraints or penalties, hindering, the Blocking skill, or elevation levels.

Climb: You can move across area borders that require this skill.

Miscellaneous Skills

Alchemy: This skill's effect is specified in the scenario.

Leadership: You can activate an Ally miniature by moving 1 gem from your Reserve zone to your Fatigue zone. Activated Allies move and attack like Overlord units. Each Ally can be activated only once per turn.

Concentration: Your dice rolls are not affected by hindering.

Lock-picking: When you perform a complex Manipulation to pick a lock (door, chest, etc.), you roll an extra .

Fascination: You cannot be attacked by another unit, for any reason, unless you have first attacked it. You can still suffer damage from area attacks.

Horror: Enemy units in your area have their exertion limits capped at 2, for their Melee Attack, Ranged Attack, Move and Manipulation spaces.

Jinx: Enemy units in your area cannot perform any reroll (Reroll action or free reroll).

Poison: This skill's effect is specified in the scenario.

Support: Friendly units in your area can reroll a single die for free, each time they perform an action, even if that die has already been rerolled for free.

Defense and Magic Skills

Sacrifice: When a friendly unit in your area is attacked, before the dice are rolled, you may choose to be attacked instead. You can use your Armor, but cannot Guard.

Untouchable: When a Ranged Attack is performed against you, your defense power is increased by 1.

Bodyguard: When a friendly unit in your area is attacked, you can parry (i.e. perform a Guard action with a weapon or a shield) instead of that unit. Add the successes rolled to that unit's Armor.

Protected: You cannot be attacked if there is one or more friendly units in your area who do not also have the Protected skill. You can still suffer damage from area attacks.

Spell Caster: You can use the Spell cards in your possession.